

BLADES IN THE DARK

CREW

NAME

ALIAS

LOOK

HERITAGE: AKOROS — THE DAGGER ISLES
IRUVIA — SEVEROS — SKOVLAN — TYCHEROS

BACKGROUND: ACADEMIC — LABOR — LAW
TRADE — MILITARY — NOBLE — UNDERWORLD

VICE: FAITH — GAMBLING — LUXURY — OBLIGATION — PLEASURE — STUPOR — WEIRD

STRESS



TRAUMA

COLD — HAUNTED — OBSESSED — PARANOID
RECKLESS — SOFT — UNSTABLE — VICIOUS

HARM

3	NEED HELP
2	-1D
1	LESS EFFECT

ARMOR USES

- ARMOR
- HEAVY ARMOR
- SPECIAL ARMOR

HEALING PROJECT CLOCK

NOTES

SPIDER

A DEVIOUS
MASTERMIND

COIN

STASH

XP

SPECIAL ABILITIES

- FORESIGHT:** TWO TIMES PER SCORE YOU CAN ASSIST A TEAMMATE WITHOUT PAYING STRESS. TELL US HOW YOU PREPARED FOR THIS.
- CALCULATING:** DUE TO YOUR CAREFUL PLANNING, DURING DOWNTIME, YOU MAY GIVE YOURSELF OR ANOTHER CREW MEMBER +1 DOWNTIME ACTION.
- CONNECTED:** DURING DOWNTIME, YOU GET +1 RESULT LEVEL WHEN YOU ACQUIRE AN ASSET OR REDUCE HEAT.
- FUNCTIONING VICE:** WHEN YOU INDULGE YOUR VICE, YOU MAY ADJUST THE DICE OUTCOME BY 1 OR 2 (UP OR DOWN). AN ALLY WHO JOINS IN YOUR VICE MAY DO THE SAME.
- GHOST CONTRACT:** WHEN YOU SHAKE ON A DEAL, YOU AND YOUR PARTNER — HUMAN OR OTHERWISE — BOTH BEAR A MARK OF YOUR OATH. IF EITHER BREAKS THE CONTRACT, THEY TAKE LEVEL 3 HARM, "CURSED".
- JAIL BIRD:** WHEN INCARCERATED, YOUR WANTED LEVEL COUNTS AS 1 LESS, YOUR TIER AS 1 MORE, AND YOU GAIN +1 FACTION STATUS WITH A FACTION YOU HELP ON THE INSIDE (IN ADDITION TO YOUR INCARCERATION ROLL).
- MASTERMIND:** YOU MAY EXPEND YOUR SPECIAL ARMOR TO PROTECT A TEAMMATE, OR TO **PUSH YOURSELF** WHEN YOU GATHER INFORMATION OR WORK ON A LONG-TERM PROJECT.
- WEAVING THE WEB:** YOU GAIN +1D TO CONSORT WHEN YOU GATHER INFORMATION ON A TARGET FOR A SCORE. YOU GET +1D TO THE ENGAGEMENT ROLL FOR THAT OPERATION.
- VETERAN:** CHOOSE A SPECIAL ABILITY FROM ANOTHER SOURCE.

PLAYBOOK

XP

INSIGHT

XP

HUNT

STUDY

SURVEY

TINKER

PROWESS

XP

FINESSE

PROWL

SKIRMISH

WRECK

RESOLVE

XP

ATTUNE

COMMAND

CONSORT

SWAY

BONUS DIE

+ PUSH YOURSELF (TAKE 2 STRESS) -OR- ACCEPT A DEVIL'S BARGAIN.

DEVIOUS FRIENDS

- ▲▼ SALIA, AN INFORMATION BROKER
- ▲▼ AUGUS, A MASTER ARCHITECT
- ▲▼ JENNAH, A SERVANT
- ▲▼ RIVEN, A CHEMIST
- ▲▼ JEREN, A BLUECOAT ARCHIVIST

ITEMS

- FINE COVER IDENTITY
- FINE BOTTLE OF WHISKEY
- BLUEPRINTS
- VIAL OF SLUMBER ESSENCE
- CONCEALED PALM PISTOL
- SPIRITBANE CHARM

LOAD

◆ 3 LIGHT ◆ 5 NORMAL ◆ 6+ HEAVY

- A BLADE OR TWO
- THROWING KNIVES
- A PISTOL A 2ND PISTOL
- A LARGE WEAPON
- AN UNUSUAL WEAPON
- ARMOR +HEAVY
- BURGLARY GEAR
- CLIMBING GEAR
- ARCANE IMPLEMENTS
- DOCUMENTS
- SUBTERFUGE SUPPLIES
- DEMOLITION TOOLS
- TINKERING TOOLS
- LANTERN
-

MARK XP

- ◆ EVERY TIME YOU ROLL A DESPERATE ACTION, MARK XP IN THAT ACTION'S ATTRIBUTE.
- AT THE END OF EACH SESSION, FOR EACH ITEM BELOW, MARK 1 XP (IN YOUR PLAYBOOK OR AN ATTRIBUTE) OR 2 XP IF THAT ITEM OCCURRED MULTIPLE TIMES.
- ◆ YOU ADDRESSED A CHALLENGE WITH CALCULATION OR CONSPIRACY.
- ◆ YOU EXPRESSED YOUR BELIEFS, DRIVES, HERITAGE, OR BACKGROUND.
- ◆ YOU STRUGGLED WITH ISSUES FROM YOUR VICE OR TRAUMAS DURING THE SESSION.

TEAMWORK

ASSIST A TEAMMATE

LEAD A GROUP ACTION

PROTECT A TEAMMATE

SET UP A TEAMMATE

PLANNING & LOAD

CHOOSE A PLAN, PROVIDE THE DETAIL.

CHOOSE YOUR LOAD LIMIT FOR THE OPERATION

ASSAULT: POINT OF ATTACK

DECEPTION: METHOD

STEALTH: POINT OF ENTRY

OCCULT: ARCANE POWER

SOCIAL: CONNECTION

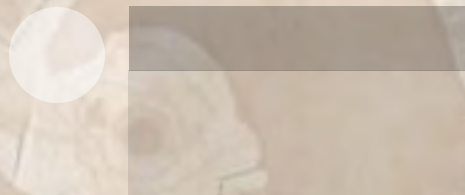
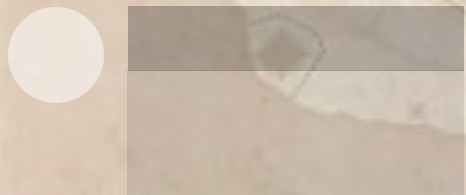
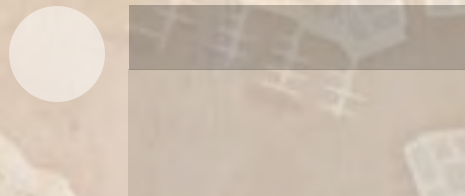
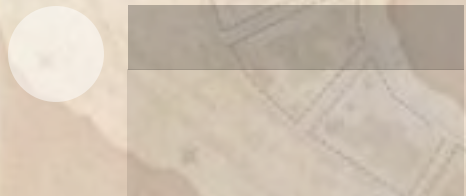
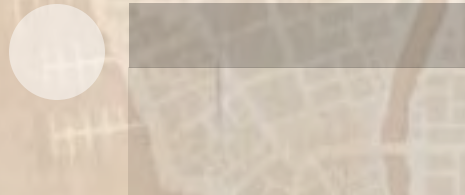
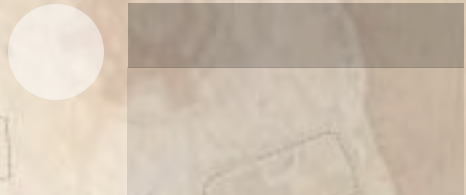
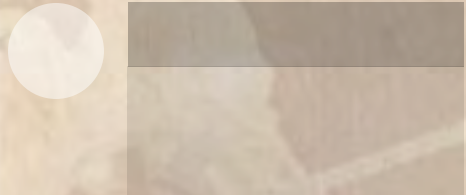
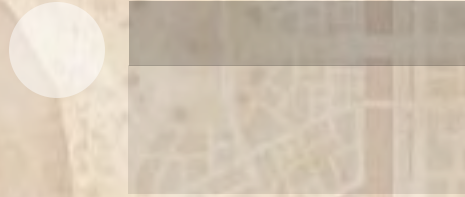
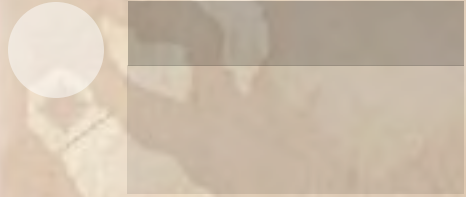
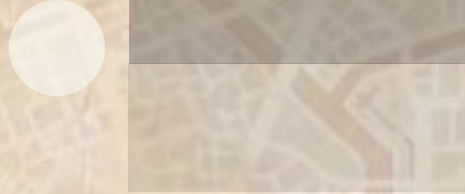
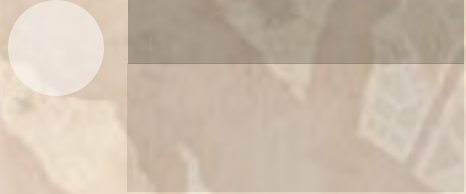
TRANSPORT: ROUTE

GATHER INFORMATION

- ◆ WHAT DO THEY WANT MOST?
- ◆ WHAT SHOULD I LOOK OUT FOR?
- ◆ WHERE'S THE LEVERAGE HERE?
- ◆ HOW CAN I DISCOVER [X]?
- ◆ WHAT DO THEY INTEND TO DO?
- ◆ HOW CAN I GET THEM TO [X]?
- ◆ WHAT'S REALLY GOING ON HERE?

BLADES IN THE DARK

LONG-TERM PROJECTS AND NOTES



A series of horizontal lines for writing notes, spanning the width of the page.